NES—YD—USA

MAPPY-LAND™

INSTRUCTION BOOKLET

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

Thank you for purchasing TAXAN's Game Cassette, Mappyland.
Please read this instruction booklet to ensure proper handling of your new game, and keep the booklet for future reference.

PRECAUTIONS

1) Be sure to switch off the computer when inserting or removing your cassettes.
2) Avoid touching the terminal pins and do not get them wet.
3) This game should not be stored in places of extreme temperature.
4) Do not clean this cassette with thinners, benzine, alcohol or any other solvents.
5) Never hit or drop the cassette and do not take it apart.

THE STORY

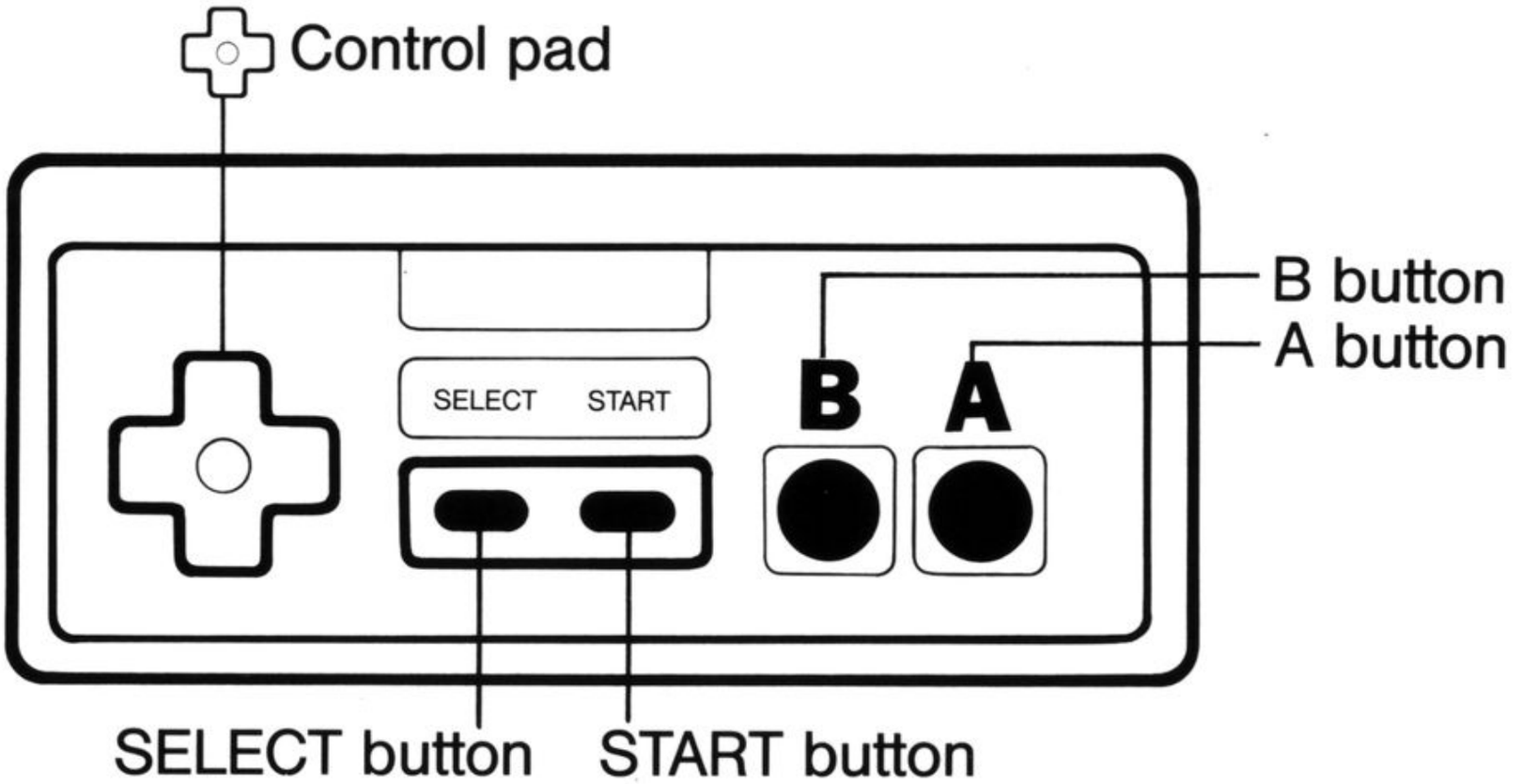
Mappy is almost always busy at work as a policeman. But, today he is on vacation. Mapico is his girlfriend, and Mappy wants to marry her if he can find the ring that was stolen by the Guchi Gang. Today is Mapico's birthday and Mappy bought many wonderful presents for her. Unfortunately, Nyamco and Muky of the Guchi Gang have stolen, and hidden them somewhere in the eight areas of Mappyland. Mappy will be late for Mapico's birthday party, and he may never have a chance to look for the ring unless you help him find the presents.

Other exciting adventures await, as Mappy tries to capture the Guchi Gang with some very odd weapons that include fish, fireworks and bowling balls. Only you can help. Are you clever and brave enough to accept the challenge?

CONTENTS

1. Controller and operating instructions..... 3
2. Progress of the game..... 6
3. Composition of the game 8
4. Weapons for protection 9
5. Weapons for fighting..... 10
6. Playing techniques..... 11
7. How to get through the sub-area..... 12

CONTROLLER AND OPERATING INSTRUCTIONS



A BUTTON – WEAPONS

B BUTTON – JUMPING

HOW TO USE THE CONTROLLER

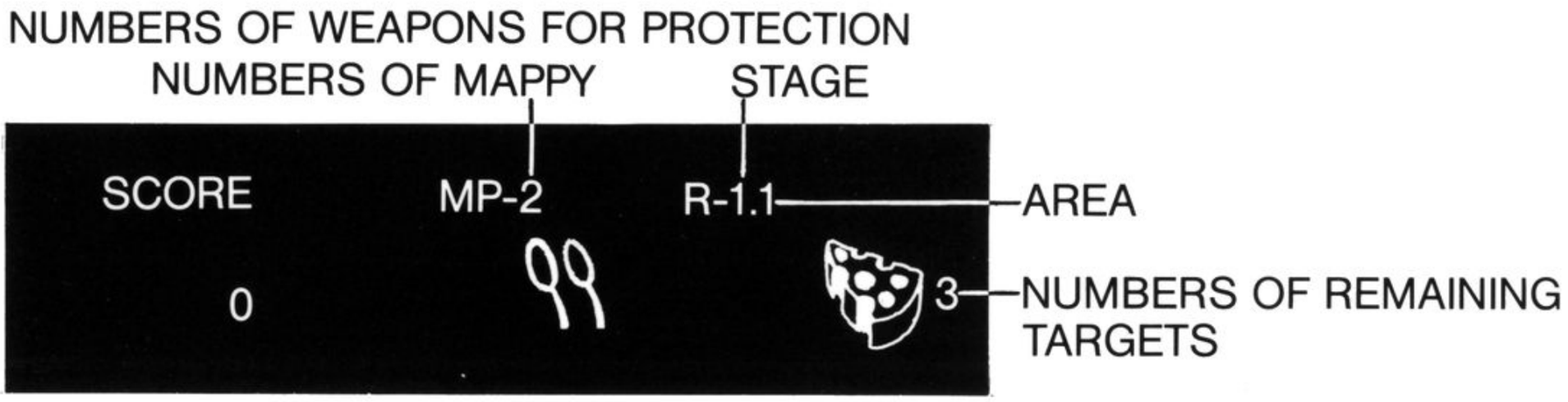
Press the START button during the demonstration to display the game and press the START button again to begin.

If you wish to pause, press the START button. Press the START button again when you wish to resume the game.

The highest score to date remains when you press the START button.

Press the CONTROL pad to choose between game stages, to continue playing when the game ends, or to begin a new game.
You may only choose stages 1, 3, 5 and 7 from each story. You must reach the other stages by playing the game.

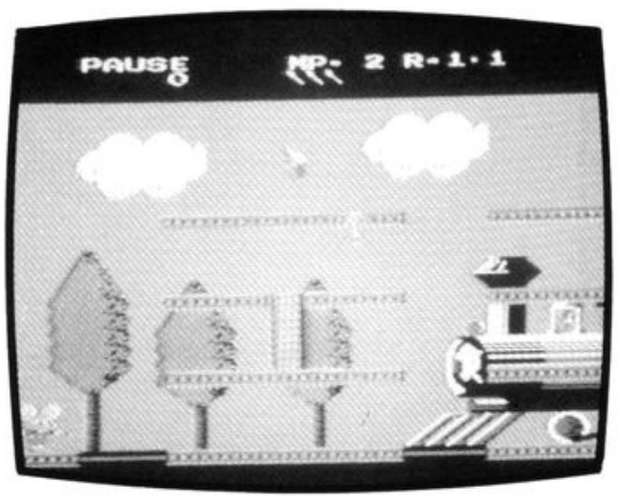
DISPLAY EXPLANATION



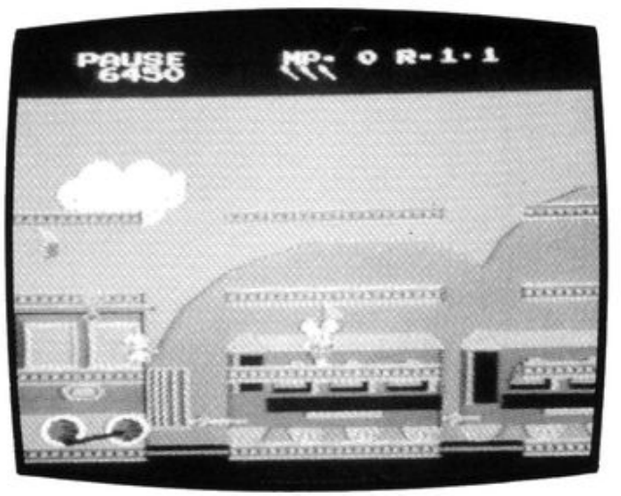
YOU LOSE ONE MAPPY:

1. When Mappy's body and an enemy's touch (except while Mappy's jumping on a trampoline).
2. When Mappy falls on the ground (except when falling from a trampoline).
   When you lose the last Mappy the game is over.

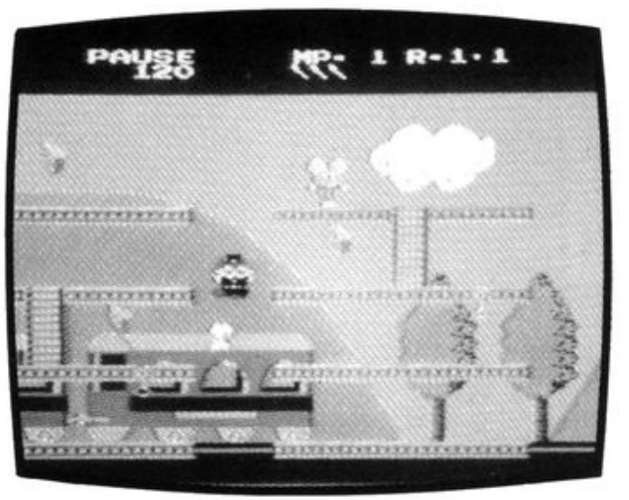
PROGRESS OF THE GAME



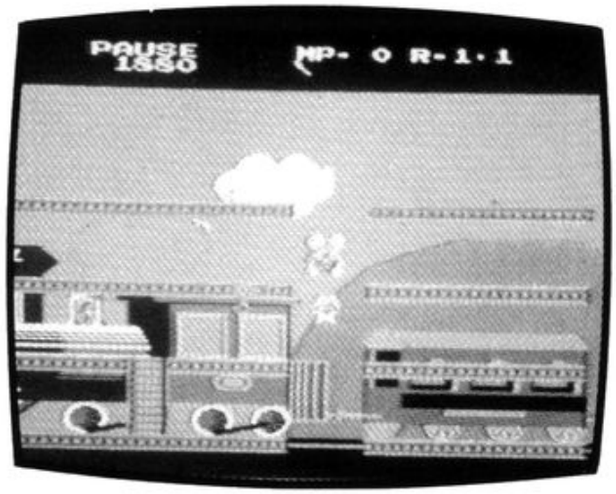
1. Get the presents back and take them to Mapico's castle.



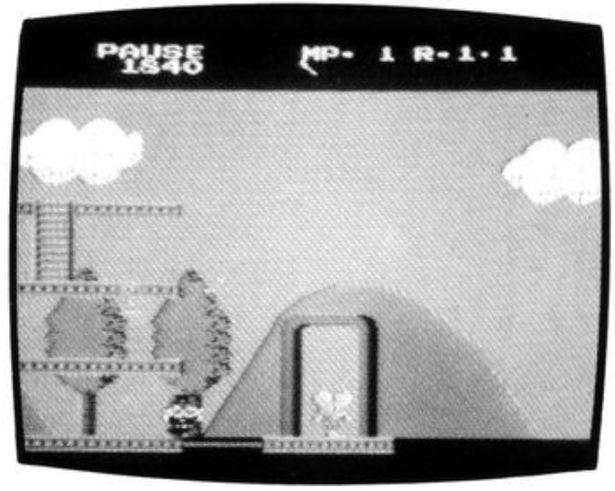
2. Retrieve all the presents visible on the current screen. If you fail you can't proceed to the next area.



3. You must avoid Nyamco's and other's intervention by using weapons.



4. To go up or down use ladders or trampolines.



5. When you have retrieved all the presents, go to the exit on the right-hand side. From there you can proceed to the next area.

COMPOSITION OF THE GAME

This "Mappyland" has four stories. The goal of story 1 is to retrieve a piece of cheese for Mapico's birthday party. The goal of story 2 is to retrieve a wedding ring for Mappy and Mapico's wedding. The goal of story 3 is to retrieve a Christmas tree. The goal of story 4 is to retrieve a ball for Mappy Jr.'s birthday party.

Each story consists of eight areas. Mappy retrieves the presents in the areas and brings them to the castle where Mapico is waiting. Nyamco wears a different costume in each area.

1. RAILROAD TOWN

2. WESTERN WORLD

3. TROPICAL WORLD

4. JUNGLE WORLD

5. PIRATES WORLD

6. GHOST TOWN

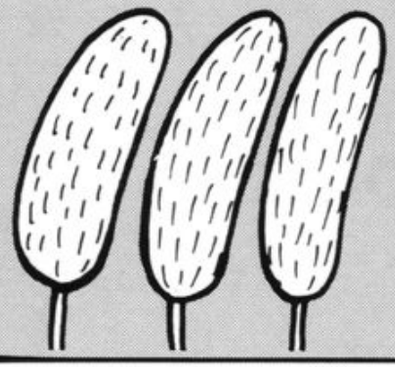
7. SEVENTH AVENUE

8. MUKY TOWN

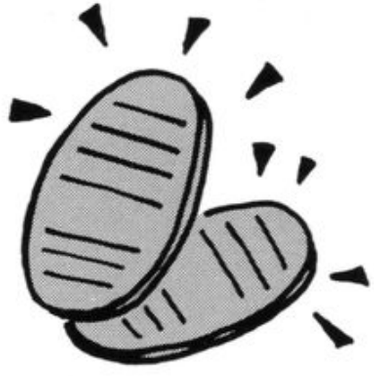
WEAPONS FOR PROTECTION

To be used when in trouble. The A button operates the weapons.

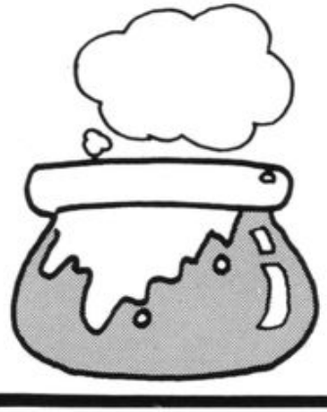
When the weapons appear you must pick them up by moving underneath them. Collected weapons are displayed on the screen and you can get them from the right side of the screen when you need them by pressing the "A" button.



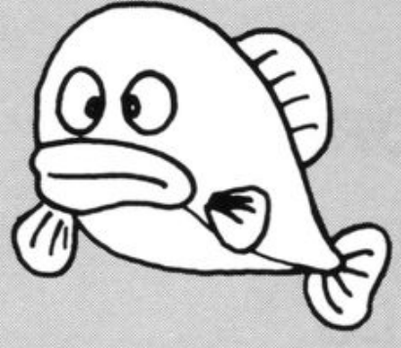
TOYS
Mukies dance around toys.



GOLD COINS
Nyamco dances around gold coins.



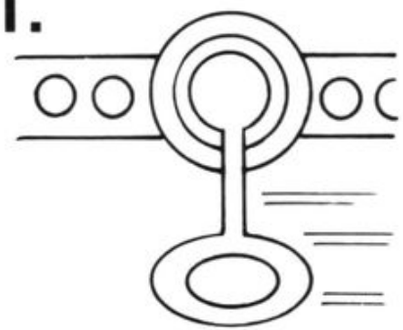
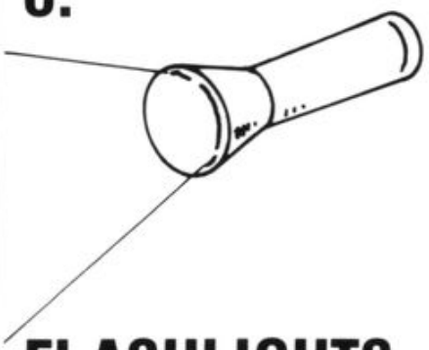
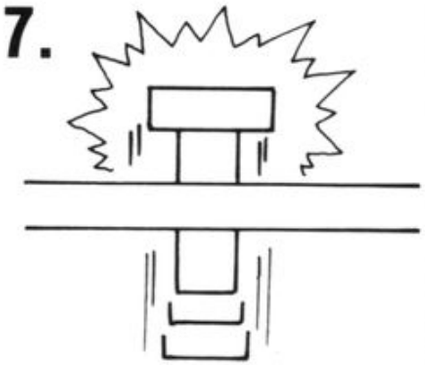
POTS
Mukies faint near pots.



FISH
Nyamco and Mukies chase after fish.

WEAPONS FOR FIGHTING

Each area has one of the "Weapons for Fighting" which can be retrieved by moving underneath it and jumping up to get it. Defeated enemies won't come back for a while. It's a very effective way to score and to get through trouble spots.

1.  PULLEYS	2. PUNCHING BAGS	3. FIREWORKS	4. NO WEAPON
5. HORIZONTAL BARS	6.  FLASHLIGHTS	7.  STICKS	8. BOWLING BALLS

PLAYING TECHNIQUES

HOW TO USE THE TRAMPOLINES

Press the MOVE button when you wish to get back to the floor while Mappy is bouncing up. If you land on the red trampoline you will lose points.

COMBINATION ATTACKS

When you mix "Weapons for Protection" and "Weapons for Fighting" you can defeat most of your enemies at the same time and score a lot of points.
For example: After distracting Muky with toys (weapons for protection) use the Fireworks and Pulleys (weapons for fighting) to add to your score.

JUMPING TECHNIQUES

You can jump above the enemies, but this trick must be used only in trouble spots.

HOW TO GET THROUGH THE SUB-AREA

In some areas the exit which allows you to proceed to the next area will be closed. In this case you must find a secret entrance which will take you into a sub-area. Here you must find the item which is needed to go on to the next area.
For example, in the sixth area, after retrieving the key, you must find the secret entrance into the church, and locate the cross. When you have done this you can proceed to the seventh area.
In some areas, you must find a certain spot and then jump to enter the sub-area. For example, in the Third story-first area, you must go between the first and second cars of the train, then jump.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is. In strict, accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no gurantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the follwing measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE. IF APPICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

TAXAN USA Corp. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if TAXAN USA Corp. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TAXAN®

TAXAN USA CORP., 161 NORTECH PARKWAY, SAN JOSE, CA 95134

TM & © 1983 1988 NAMCO., ALL RIGHTS RESERVED
MANUFACTURED UNDER LICENSE BY TAXAN USA CORP.

Printed in Japan